

# 0 Level Spells

## A Basic Fantasy RPG Supplement

### Release 1

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## INTRODUCTION

This supplement to the Basic Fantasy Role-Playing Game rule system provides additional, very low level spells for Clerics and Magic-Users. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Have you ever thought that your magic-user should be able to sweep a floor without resorting to a fifth-level spell? Or that your cleric should always be able to pray for something, even at first level? This supplement gives you your chance!

### Introduction

0 level spells are called **cantrips** when used by Magic-Users, and **orisons** when used by Clerics. A spell caster may cast a number of 0 level spells per day equal to his or her level plus ability bonus (Intelligence bonus for Magic-Users, Wisdom for Clerics). Subclasses of Magic-Users and Clerics may use 0 level spells, though the GM must decide which of the 0 level spells listed are allowed to each subclass. Since these spells take such a short amount of time to cast (due to their abbreviated verbal and somatic components), a character may cast one and take another action in the round at the same time. 0 level spells do not have to be prepared in advance, unlike more powerful magics.

At the GM's option, a non-spellcaster character might be allowed to use cantrips, typically one plus his or her Intelligence modifier per day. Alternately, the number might be zero plus Intelligence modifier, making such characters more rare. Likewise, orisons may be allowed to non-Clerics who are very devout, with similar restrictions (using the Wisdom bonus rather than Intelligence). Such characters must take a whole round to cast one of these spells.

### Learning 0 Level Spells

A spellcaster learns a number of 0 level spells equal to 1d4 plus his or her relevant ability bonus while in training, and can learn additional cantrips any time a trainer is available. Non-spellcasters may only learn 0 level spells from a trainer.

### Using 0 Level Spells

Cantrips typically have a range of 10 feet and a duration of instantaneous. As with standard spells, 0 level spells may be reversible.

## NEW SPELLS

### Clerical Orisons

**Guidance\*:** The cleric grants +1 to any subject's next attack roll. Reversed, this becomes Misguide, which gives the subject -1 to his next attack roll.

**Ward\*:** Grants +1 to the subject's next saving throw. Reversed, this becomes Curse, which gives the opposite effect.

**Cure Minor Wounds:** Heals one hit point.

**Mend:** Mends breaks, dents, and holes in small objects.

**Predict Weather:** The cleric may predict the weather up to 24 hours in advance.

**Virtue:** A subject gains one temporary hit point.

**Water to Wine:** The cleric may turn one flask or mug of water to wine.

**Call to Worship:** This orison mentally notifies patrons of the cleric's church (within one mile per level) that services are beginning. The orison does not provide an actual compulsion to come.

**Meal Blessing:** The cleric says this short prayer before a meal to give the diners a blessing. Anyone who eats the meal within twenty minutes heals 1 hit point. The meal must be normally prepared and obtained in a way that the deity permits.

**Magic-User Cantrips**

**Summon Vermin\*:** This cantrip summons one small, totally ordinary insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse), or a cloud of gnats into a certain area. If targeted intelligently, the spell may be able to disrupt spellcasting, but will never deal any actual damage (including poison) to the target. Reversed, this cantrip becomes Exterminate, which may kill any one creature of similar size as the ones described in the spell.

**Mage Hand:** A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for ten rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of ten feet.

**Knot\*:** This spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself. Reversed, the Unknot spell may undo any knot the caster could unknot himself.

**Irritate:** This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion.

**Flavor\*:** This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real). Reversed, it becomes Putrefy, which makes the food or drink either go bad (which is real) or taste as if it had been prepared wrongly (which is an illusion).

**Clean\*:** A mage making use of this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

**Transfigure:** This cantrip may change a small object (up to 27 cubic inches) into another shape, size, color, or texture. Radical changes (such as creating small living things) are not apt to last more than one turn, but minor changes (such as coloring a head of hair bright pink) may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard).

**Flare:** A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

**Animate Tool:** A single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) is animated by this cantrip. It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn. The magic user must be able to perform the repeated action by hand himself. Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

**Inscribe:** This cantrip engraves up to a square foot of writing or drawing on almost any nonliving surface.

**Open/Close:** A normal, unlocked door, window, or other portal may be opened by this cantrip.

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### INTRODUCTION

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